

Fig 1

	<u>Inst</u>	<u>Hit/Miss</u>	<u>Data</u>
18	LDR [R _m]	Hit	Data [R _m]
	MOV	N/A	-
	CMP	N/A	-
	:	:	:
20	LDR [R _m]	Miss	-
	MOV	N/A	-
	CMP	N/A	Data [R _m]
	:		
22	LDR [R ₁]	Miss	-
24	LDR [R ₂]	Miss	-
	MOV	N/A	-
	CMP	N/A	
	ADD	N/A	
			28 — Data [R ₂] } 26 — Data [R ₁] } missed data returned out of order

Fig. 2

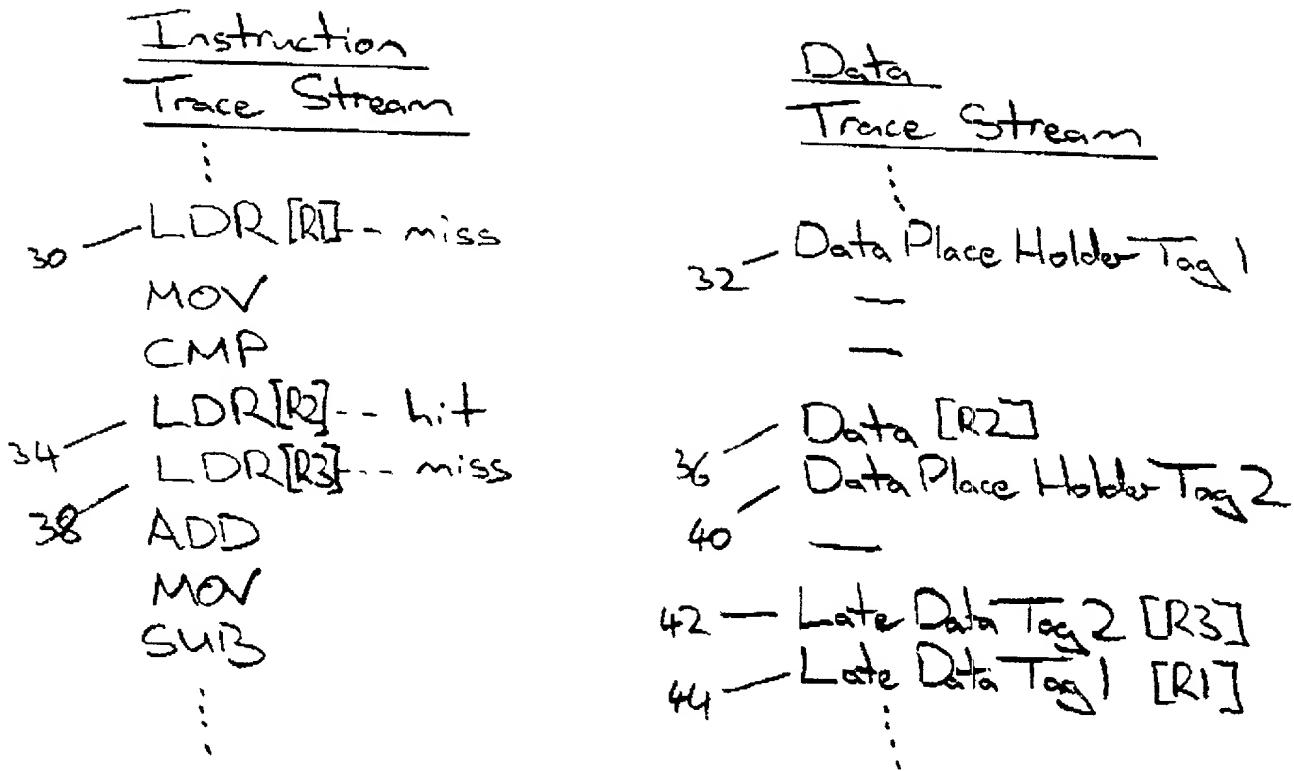


Fig. 3

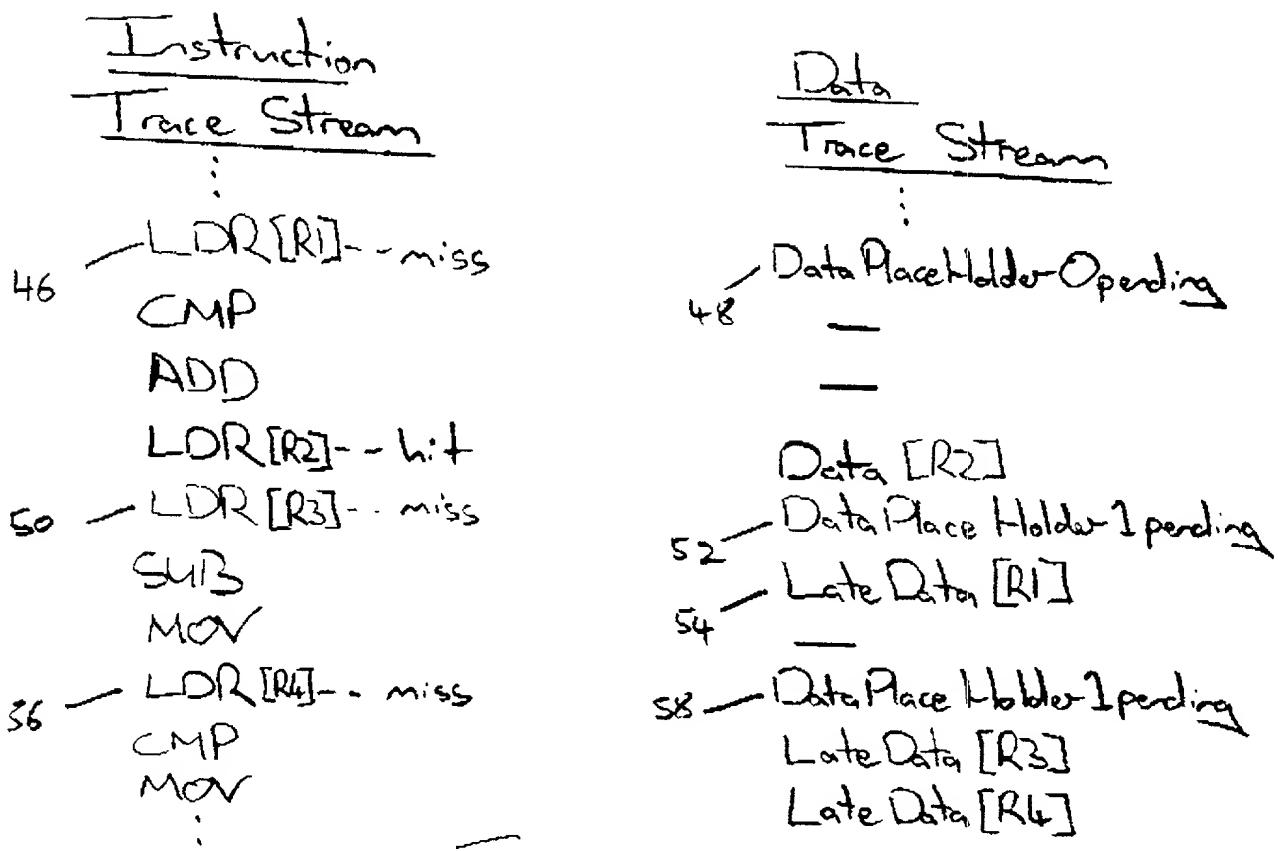


Fig. 4

Instruction Trace Stream

62 — (LDR [R1] --- miss)
 (MOV)
 SUB
 ↓
 earliest trace info.
 60 SYNC {1 pending}
 LDR [R2] --- miss
 CMP
 ADD
 64 LDR [R3] --- hit
 MOV
 SUB
 CMP
 :
 :

Data Trace Stream

(Data Place Holder)
 —
 —
 —

66 Data Place Holder
 LateData [R1]
 —
 68 Data [R3]
 LateData [R2]
 —
 70 —
 :
 :

Fig. 5

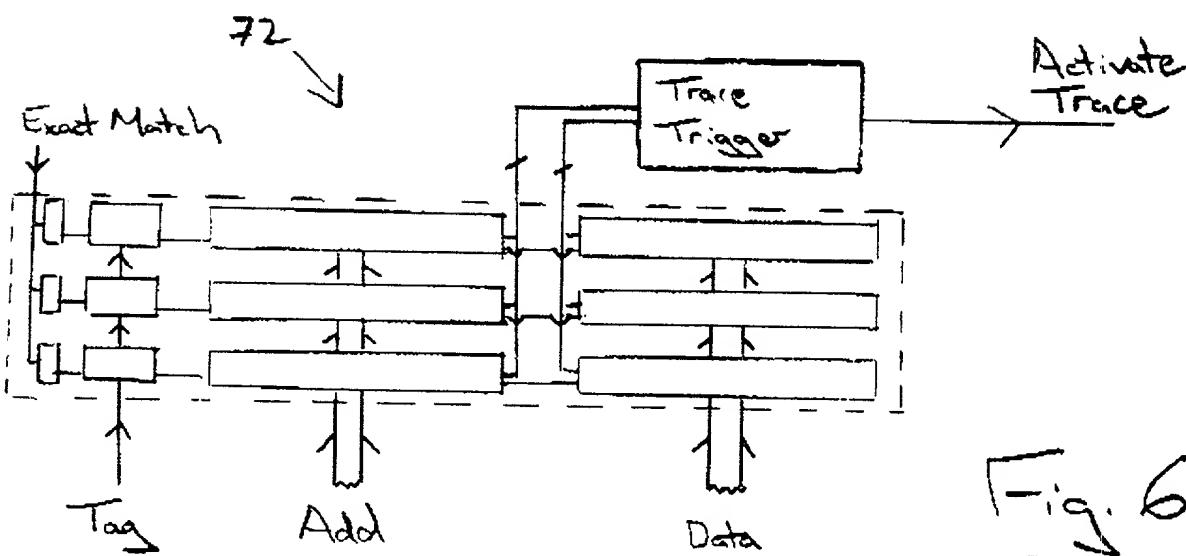


Fig. 6

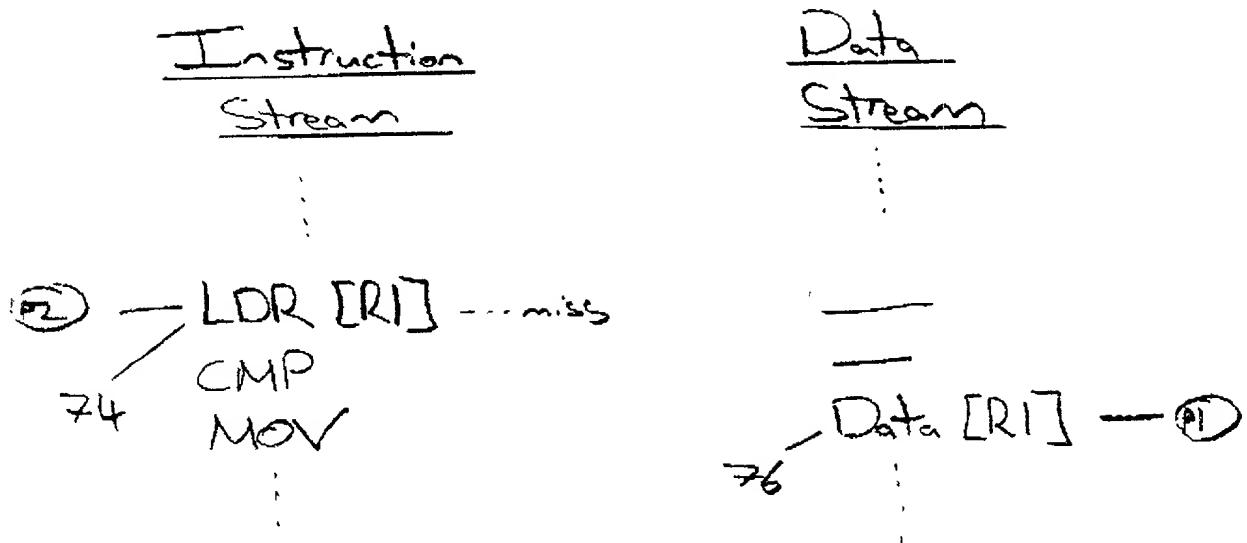
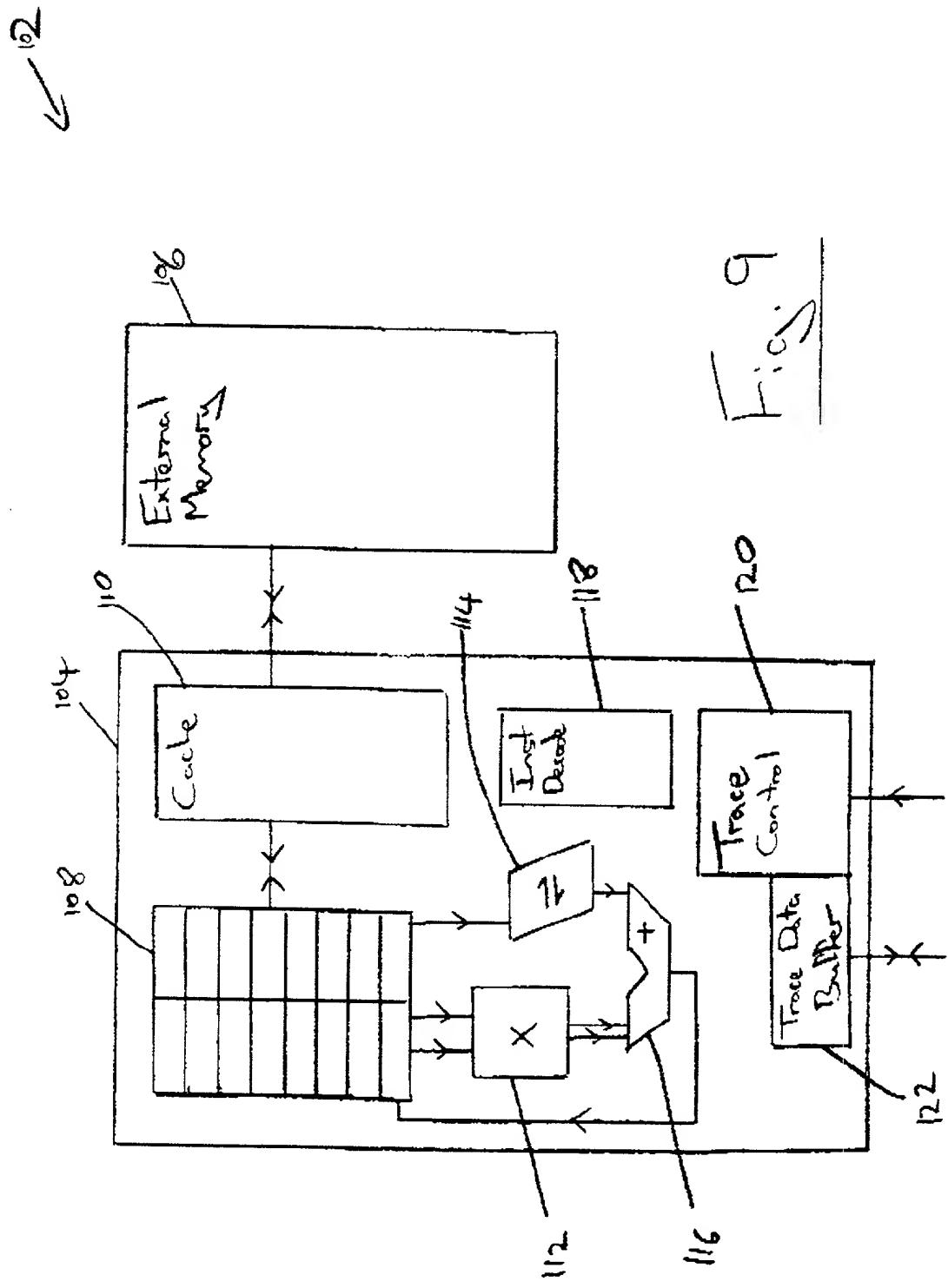


Fig. 7

Exact Match	Add Match	Data Match	Trace Activation Point
✓	✓	✓	(1)
✓	✓	✗	none
✗	✓	✓	(2)
✗	✓	✗	(2)

Fig. 8

Fig. 9



LSM $R_n[\text{Add}], \text{RegList}$

16 bits

0000010001000010111

\Downarrow

R_0						
R_1						
R_2						
R_3						
R_7						
R_{11}						

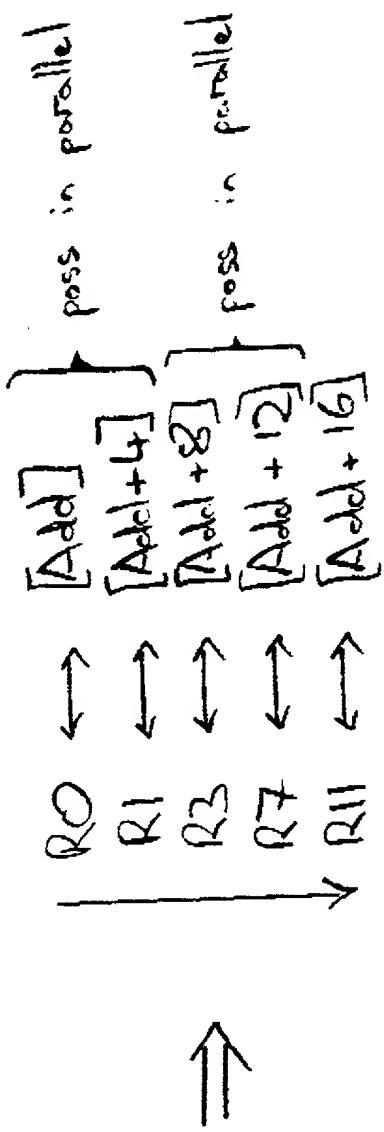
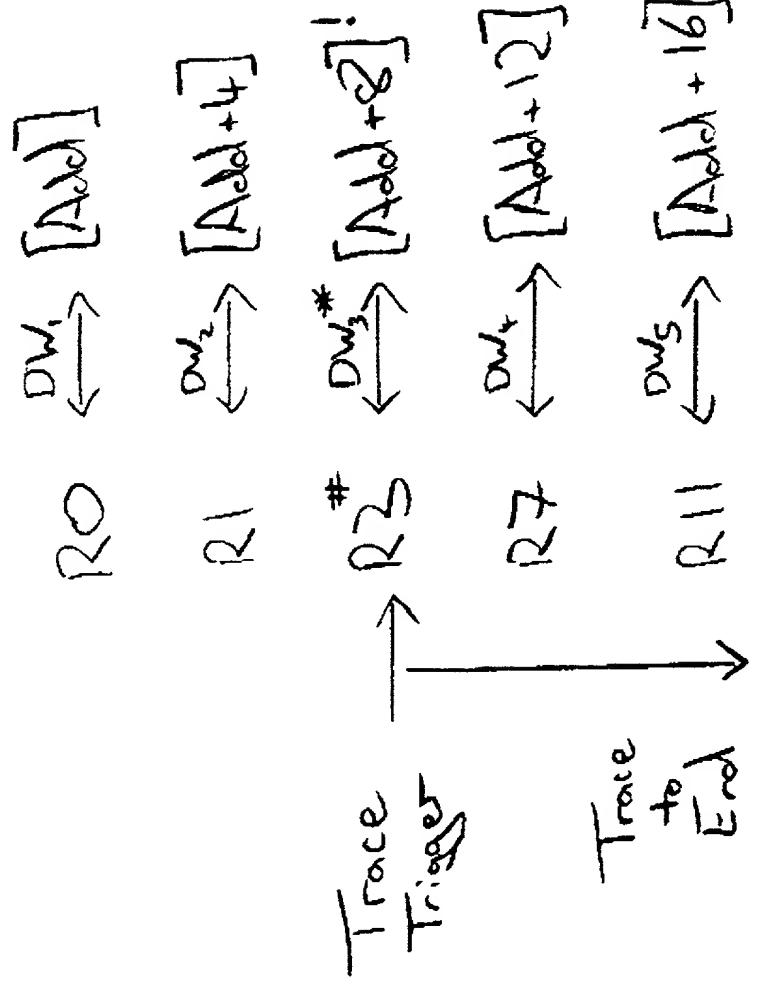


Fig. 10



Trace Data Stream

$\{LSN\}$, $\{DW_2\}$, $\{Add+8\}$; $\{\text{Place Holders}\}$; $\{\text{Place Holders}\}$.

Fig. 11

Count back to R3

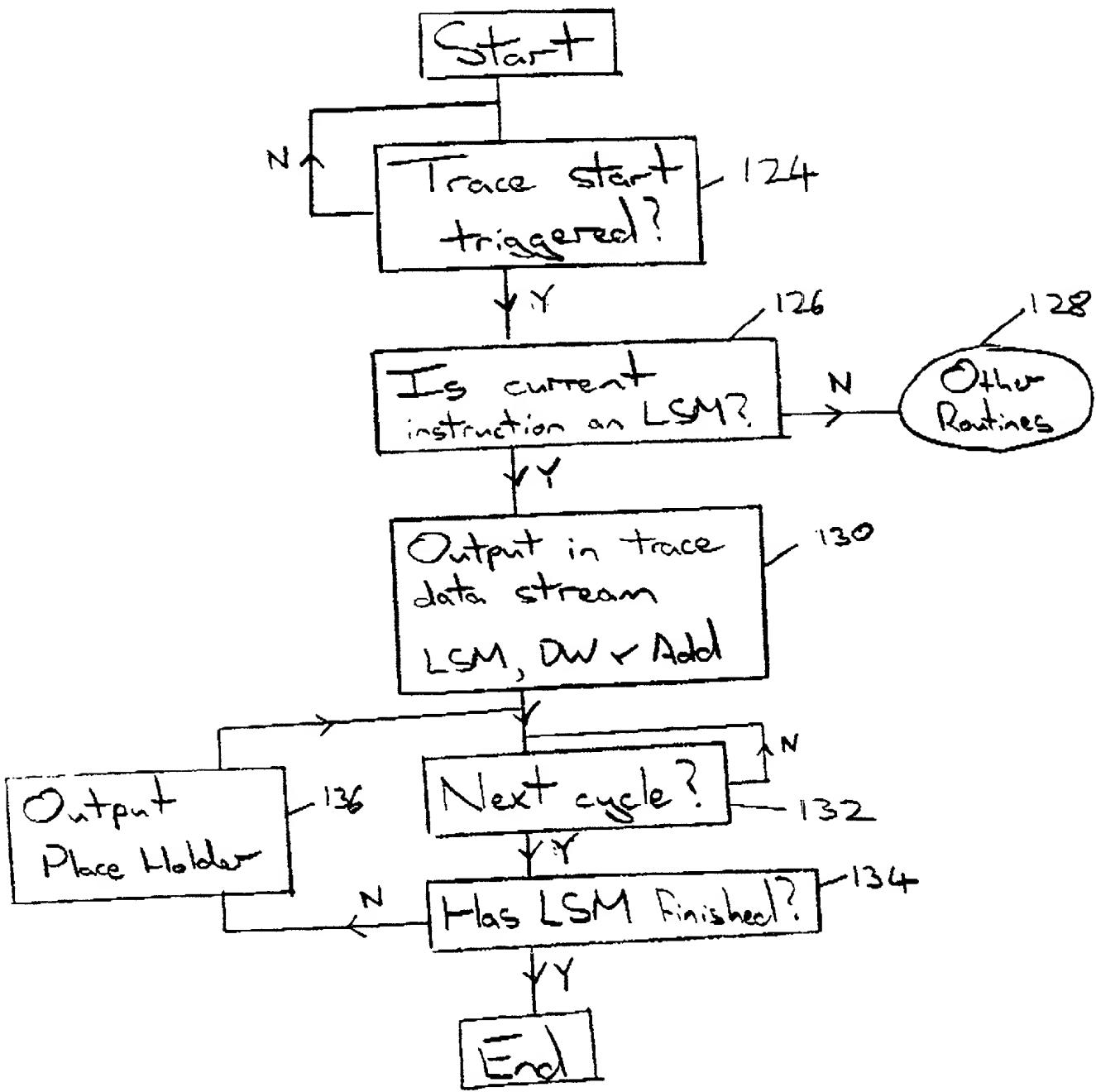


Fig. 12

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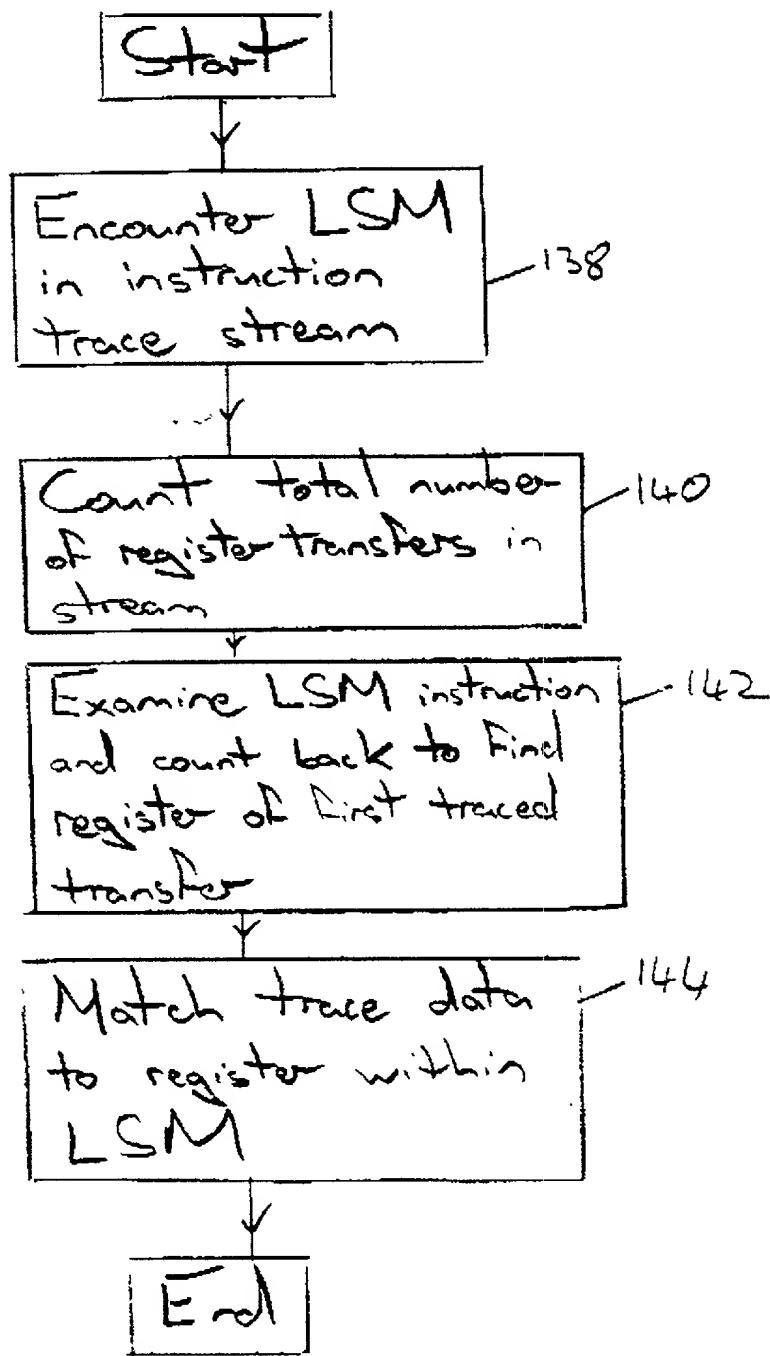


Fig. 13